CLAIM AMENDMENTS

1-38 (canceled).

39. (currently amended) A gaming method, comprising the steps of:

determining that a first player has made a wager;

determining that a first player has selected a first ~~one of the~~ game ~~elements~~ element from [[the]] a set of game elements, the first ~~one of the~~ game ~~elements~~ element being known to the first player [[at the time]] when the first ~~one of the~~ game ~~elements~~ element is selected;

determining that a second player has made a wager;

determining that a second player has selected a second ~~one of the~~ game ~~elements~~ element from the set of game elements, the second ~~one of the~~ game ~~elements~~ element being known to the second player [[at the time]] when the second ~~one of the~~ game ~~elements~~ element is selected;

selecting a winning game element from the set of game elements;

determining a game outcome according to [[the]] a closeness of the first ~~one of the~~ game ~~elements~~ element selected by the first player and a closeness of the second ~~one of the~~ game ~~elements~~ element selected by the second player to [[the]] a winning game element; [[and]]

determining a payout according the game outcome, wherein the closeness is defined by at least one of mathematical closeness and physical closeness; and

awarding the payout to a player according to the game outcome.

40. (currently amended) The gaming method according to claim 39, wherein the set of game elements are arranged in matrix form, ~~comprising:~~

~~determining a game outcome according to the closeness of the one of the game elements selected by the first player and the one of the game elements selected by the second player to the winning game element,~~ and the closeness of the game element to the winning game element being determined by a physical dimension in one of a

vertical, a horizontal and a diagonal direction.

41. (currently amended) The gaming method according to claim 39, wherein [[a]] the set of game elements are arranged in a range from first to last, ~~comprising: determining a game outcome according to the closeness of the one of the game elements selected by the first player and the one of the game elements selected by the second player to the winning game element,~~ and the closeness of the game element to the winning game element being determined with the range closed such that the first follows the last.

42. (currently amended) The gaming method according to claim 39, wherein [[a]] the set of game elements are arranged in a range from first to last, ~~comprising: determining a game outcome according the closeness of the one of the game elements selected by the first player and the one of the game elements selected by the second player to the winning game element,~~ and the closeness of the game element to the winning game element being determined with the range open such that the first does not follow the last.

43-50 (canceled).

51. (currently amended) A gaming method, comprising the steps of:

determining that each of a plurality of players has made a wager;

determining that each of the plurality of players has selected at least one number from a set of numbers, the at least one number known [[at the time]] when the at least one number is selected;

selecting at least one winning number from the set of numbers;

determining a game outcome according to [[the]] a closeness of the at least one number selected by each of the plurality of players to the at least one winning number; [[and]]

determining a payout according the game outcome, wherein the closeness is defined by at least one of mathematical closeness and physical closeness; and

awarding the payout to a player according to the game outcome.

52. (currently amended) The gaming method according to claim 51, wherein the set of numbers are arranged in matrix form, ~~comprising:~~

~~determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number,~~ and the closeness of the at least one number selected by each of the plurality of players to the at least one winning number being determined by a physical dimension in one of a vertical, a horizontal and a diagonal direction.

53. (currently amended) The gaming method according to claim 51, wherein a set of numbers are arranged in a range from first to last, ~~comprising:~~

~~determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number,~~ and the closeness of the at least one number selected by each of the plurality of players to the at least one winning number being determined with the range closed such that the first follows the last.

54. (currently amended) The gaming method according to claim 51, wherein a set of numbers are arranged in a range from first to last, ~~comprising:~~

~~determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number,~~ and the closeness of the at least one number selected by each of the plurality of players to the at least one winning number being determined with the range open such that the first does not follow the last.

55-59 (canceled).

60. (currently amended) A gaming method, comprising:

a step for determining that each of a plurality of players has made a wager;

a step for determining that each of the plurality of players has selected at least one number from a set of numbers, the at least one number known [[at the time]] when the at least one number is selected;

a step for selecting at least one winning number from the set of numbers;

a step for determining a game outcome according to [[the]] a closeness of the at least one number selected by each of the plurality of players to the at least one winning number; [[and]]

a step for determining a payout according the game outcome, wherein the closeness is defined by at least one of mathematical closeness and physical closeness; and

a step for awarding the payout to a player according to the game outcome.